

SILVER



INFOGRAMES

MANUAL
HANDLEIDING



EPILEPSY WARNING

Please read the manual text particularly this paragraph before using this video game system or allowing your children to use it. A responsible adult should go through with any parent, the specific instructions of the Dreamcast before allowing play to take place. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Just people may find it difficult while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had an epileptic seizure. Certain conditions may include individual optical symptoms even in persons who have no history of seizures or epilepsy. If you or anyone in your family have ever had symptoms related to epileptic seizures or loss of consciousness when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: Achiness, blurred vision, eye or muscle twitches, loss of consciousness, dizziness, any involuntary movement or sensation, **IMMEDIATELY** discontinue use and contact your doctor.

For your health

- Sit away from the television screen as far as the height of the Dreamcast cable allows. We advise that you sit a minimum of 9.2 feet (2.8m) away from the television screen.
- Preferably, the game should be played on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Repeat up to 10 minutes per hour while playing any video game.

GETTING STARTED

This GO-ROOM can only be used with the Dreamcast System. Do not attempt to play this GO-Room on any other CD player - doing so may damage the headphones and speakers.

1. Set up your Dreamcast system by following the instructions in your Dreamcast System Instruction manual. Plug in Control pad 1 for 2-4 player games, plug in ports 2-4 also.
2. Place the Dreamcast GO-ROOM flat side up in the end of the CD tray and close the lid.
3. Press the Power button to load the game. The game starts after the Dreamcast logo screen. If nothing appears, take the system OFF and make sure it is set up correctly.
4. If you wish to play a game in any mode on the game pads and you want to select, press A, B, X, Y and Start simultaneously in order to the game load screen. Press A, B, X, Y and Start simultaneously again to return to the Dreamcast control panel.
5. If you turn on the game without inserting a CD, the Dreamcast control panel appears. If you wish to play a game, press the Dreamcast GO-ROOM in the port and the game will automatically load up.

Important: Your Dreamcast GO-ROOM contains a security code that allows the disc to be used. Be sure to keep the disc clean and handle it carefully. If your Dreamcast System has trouble reading the disc, remove the disc and insert it carefully starting from the center of the disc and moving straight out towards the edge.

HANDLING YOUR DREAMCAST GO-ROOM

- The Dreamcast GO-ROOM is intended for use exclusively with the Dreamcast System.
- Be sure to keep the surface of the GO-ROOM free of dirt and scratches.
- Do not leave it in direct sunlight or near a heater or other sources of heat.

SIGER

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Introduction

I am the Chronicler; my duty is to record deeds both good and evil in this world and others. Before this tale begins I will set the scene, for this is the way of all good storytellers.

The world of Javali is best portrayed as a 'wheel' with tranquil Haven as its hub and the other Isles radiating around it, some linked by great bridges. In this great land, darkness manifests itself in the form of an evil sorcerer named Silver. From his palace on the blood-bleed of Meisain he rules with an unmatched zeal for ruthlessness and depravity over the Eight Islands. His lust for power, assuaged by a whole world teeming with, arboreal also by the most terrible of demonic pests.

To Silver's right hand stands his murderous son, Fuge. It is through this ferocious warrior that Silver's will is carried out. The people of the Isles fear the mere mention of his name. To Silver's left stands Olia, his witch-daughter. Her terrible spells have twisted her realm into the icy domain of Winter.

Far from Silver's court, beyond the great library of Gao, stands the expansive Forest of Verdence. It is a peaceful place, largely untouched by its evil ruler. Here lives a pliant man, David, with his wife Jennifer. David was raised by his grandfather, a humble scarred veteran both wise and honorable. The old man shows great patience with David's youthful attitude, but since the death of his own son, David's father, he has known that the time will come when David must fight for all he holds dear...

Dreamcast Controller



Loading the Game

1. If 'Auto start' is switched on in your settings options:
 - Place the Dreamcast GD-ROM, label side up, in the well of the CD tray and close the lid.
 - Press the power button and select 'Play' from the Dreamcast control panel to load the game.
2. If 'Auto start' is switched off in your settings options:
 - Place the Dreamcast GD-ROM, label side up, in the well of the CD tray and close the lid.
 - Press the power button and select 'Play' from the Dreamcast control panel to load the game.



Starting a Game

On the main menu screen, select **START** and press the A button to begin. This will initialize a new game. If you wish to continue a previously saved game, select **LOAD**.

Loading/Saving in the Game

Note: The VM will only work in expansion socket 1 in the controller connected to port A.

Loading: To load a game, bring up the options menu by pressing the **START** button. Enter the **LOAD** menu and choose the saved game you would like to load, then press the A button.

Saving: To save your game you need a VM with enough life blocks. Before starting be sure your controller is connected to Port A.

A character called the Chronoflier will appear throughout the game, in addition to being based at the Rebel Camp. Once you have the map, you may save at any time by travelling to the Rebel Camp. To save, talk to the Chronoflier. You will then be shown the Save Screen. Select an empty slot and then enter the name you wish to give for that particular save, and then select **Save**. To scroll through the saved game slots, use the **Dialogue** pad.

Options

• Preferences

Item Description: Toggle the description of the pin menu item on or off.

Pin Menu Pause: You can pause gameplay stop when the Pin Menu is open, or you can let it continue.



Auto Change Weapons: When a ranged weapon runs out of ammunition, the next ranged weapon with ammunition is automatically selected.

Dialogues: Toggles between text boxes, speech or both.

Menu Auto Close: Automatically closes the menu screen after a selection has been made.

Video Mode: Switches between 50Hz and 60Hz.

Vibration pack: If a vibration pack is installed, this will toggle it on or off.

Sound: Alter the sound effects, music and speech volumes to achieve the desired sound configuration for the game. To turn any of the above off, simply slide the potator to the far left.

Audio Mode: Toggles between stereo or mono.

Note: Once set, all settings are automatically saved.

Control Method

Controlling heroes: Throughout the game, one of the heroes will be under your direct control (known as the primary hero). Taking direct control means that you, as the player, are responsible for controlling that hero's actions during combat. Taking direct control characters opening chests, etc. The directly controlled hero will have a green ring below him. Other characters are known as secondary heroes. Secondary characters will follow the primary hero and attack enemies under AI control (see Combat).

Selecting a hero: Using the digital direction buttons Left and Right, select previous / next hero characters.





Moving

To walk, gently push the analogue thumb pad in the direction you want your hero to move. To run, push the thumb pad fully in the direction you wish your hero to run. To visit a scene, first press the L-Trigger to display any exit icons (providing therefore no enemies on the screen, see chapter), release the L-Trigger and use the analogue thumb pad to move your hero through the door. A doorway has showing a no-entry sign denotes that the exit cannot currently be used. It may become open when enemies are killed or certain events are triggered.

Combat

To attack enemies with the primary hero, equip him with a weapon and use the following moves:

Quick slash/slash: Hold the R-Trigger button and press the A button.

Left swipe: Hold the R-Trigger button while moving the thumb pad to the left.

Right swipe: Hold the R-Trigger button while moving the thumb pad to the right.

Upper: Hold the R-Trigger button while moving the thumb pad up.

Backslash: Hold the R-Trigger button while moving the thumb pad down.

For special move: When in weapon range, press the R-Trigger, press and hold the A button. The currently selected hero will perform the Special Move, with devastating results.

Dodge: Hold down the R-Trigger button and tap the B button to dodge.





Use shield: Hold down the R Trigger button, press and hold the B button to use your shield (The shield must be equipped).

Fire ranged weapon: Hold down the L Trigger, select your enemy using the R Trigger and press the A to fire.

Automated firing of magic and ranged weapons: Heroes can be set to automatically fire a set number of shots at a target, using magic or ranged weapons, while you take control of another hero.

For example: Select Sekune and equip her with a magic or ranged weapon. Pressing Y selects the number of shots you wish Sekune to fire, 1, 3, 5 or infinite shots. Select an enemy you wish to attack by pressing and holding the L Trigger to highlight the enemy currently selected, press the R Trigger to select the next enemy target. Sekune will now fire one shot. To get Sekune to fire the rest of her allotted shots, select another hero, David. Once David is selected, Sekune will proceed to fire all the rest of her allotted shots. She will stop firing when all her allotted shots have been fired, when she's run out of ammunition/magic energy, or when the enemy is dead. Only if the enemy goes out of her line of sight she will stop firing. If and when the enemy comes back into her line of sight will she resume her attack.

Special moves: Specials are powerful attacks used in conjunction with hand weapons. These can be collected, or taught by another character. Special moves charge up with power, like magic items. When they are recharged, the Special icon will appear in the top right hand corner of the screen. To use a Special, equip it and attack an enemy. When in weapon range, press the R Trigger, press and hold the A button. The currently selected hero will perform the Special Move, with devastating results.





Hero's Energy Bars: Each hero's portrait is displayed in the top left-hand corner of the screen. The primary hero's portrait has a green bar around it. Below these are three energy bars. The first shows the hero's health points. This bar will change color as the hero is injured, from green (indicating full health), to red (badly injured). The second energy bar shows the hero's magic points, while (indicating maximum magic points). Disabling is a dark blue as more points are used. The final purple bar indicates the strength of the hero's currently selected shield (if any).
Vibration pack: When inserted into the Expansion socket of a Sega Dreamcast Controller this accessory provides a vibration effect that enhances the game play experience.

Picking up Items and Opening Chests

Picking up Items: Walk over the object to pick it up. The item collected will be displayed in the top right hand corner of the screen.

Opening chests: Walk up to the chest until a hand icon appears above it. Press the A button to open it. Some chests are locked. See Unlocking doors.

Activating switches: Pressing the L Trigger will reveal switches as well as doors. R Trigger will select a switch (if there are doors or more than one), press the A button to activate it.

Unlocking doors: Pressing the L Trigger will reveal locked doors. The required key will be displayed over the door lock. Press the R Trigger to reveal the door's password (if any). Press B to unlock.

Sharp objects: You can see these by either talking to characters or selecting items in the background.



The pie menu



The pie menu is useful to equip items with weapons, shields and magic. It also offers access to a character's statistics.

To bring up the pie menu, press the B button. Move the thumb pad to highlight the desired sub-menu. Press the A button to enter it. Press the A button to equi, equip, or unequip items. When an item is equipped, a green gem is displayed next to it in the pie menu. Press the B button to exit a sub-menu or exit the pie menu.

Note: While activating the Pie Menu, you have the option of resuming gameplay or pausing it. The default is for gameplay to continue. You may change this setting in the Options Menu.

For example, to equip the short sword and wooden shield:

1. Press the B button to bring up the pie menu.
2. Move the highlight around until the Hand Weapon sub-menu is highlighted, and press the A button.
3. Use the thumb pad until the short sword is highlighted and press the A button.
4. Press the B button to bring up the pie menu again.



6. Move the touch pad around until the shield sub-menu is highlighted. Press the A button to enter this sub-menu.
7. Move the touch pad around until the wooden shield is highlighted and press the A button to equip it.
8. Press the B button to exit the sub-menu, then press the B button again to exit the pie menu. David will now be equipped with the short sword and shield.

The pie menu also displays:

- The heroes in the group (the icons through the screen, press the A button without moving the touch pad)
- The health of the currently selected hero (shown in white numbers)
- The magic energy of the currently selected hero (shown in blue numbers).

Sub- Menus



Food - Each food type collected is shown here. The number at the bottom right of each icon shows the amount you are carrying. After choosing the requested type, press the A button and the current hero will eat the food. Each type replenishes a varying amount of health.



Magic Orbs - There are eight magical orbs to collect. Only one hero at a time can use an orb, as there is only one of each. In order to use them they must first be equipped.



Ranged weapons - This shows the different types, ranging from catapult to longbow. The number at the bottom right indicates the amount of weapons collected. The gold / silver ring shows how much ammunition the weapon has. The number at the top left indicates how many shots a secondary hero will use up during automated firing (see above).



Magic items - These absorb and generate energy from their own self-contained energy supply, which slowly charges up after use. This energy is displayed as a gold / silver ring around the icon. They must be equipped in order to use them. While some act as magical weapons, others are defensive in nature.



Shields - These can be used to block enemy attacks, both physical and magical. Different shields can absorb different amounts of damage before shattering. Every time they absorb an attack, they lose strength points. Shield strength is displayed as a purple energy bar under the portrait of the hero equipped with it. It is also shown in the pie menu as a gold / silver ring around the shield icon. Shields cannot be used in conjunction with ranged weapons or magic items, as these require two hands to operate.



Short-Handled Weapons - The range of weaponry extends from short swords to war hammers.



Rings (R) - Special armor need to be equipped in order to use them. More than one character can be equipped with the same special, unlike other equipment. The gold / silver ring around the icon shows the current charge.



Backpack (B) - This is used for carrying several different types of items. These are:



Inventory (I) - This displays all the items that the party is carrying. It also shows the currently selected hero's statistics, total gold collected and arrows found. Further into the game, a map of Jarrath is given to the heroes. This can also be accessed from the **Inventory** screen. Once found, the map can be used to travel between locations you have already visited. To use it, select the map icon and press A. Select a location using the touch pad and highlight it, press A to travel there.



Potions (P) - Displays the different types of potions and vials carried.



Keys (K) - Displays all the keys the party is carrying.

The Backpack also has five empty slots. These are used for holding miscellaneous story items.



The 8 Magic Orbs

Each orb contains its own field of magic. They can be used as great offensive spells or as powerful defenses, depending on the individual orb. The number, bottom right, indicates the current level of the Magic Orb.

Each one has 3 levels of strength. When first collected, it's at level one and the more it is used the quicker it becomes more powerful. Once the orb has been upgraded to a higher level you can change to lower levels, by pressing the X button the level will increment by 1 each time. Once it reaches 3 it will rotate back to 1 again.

How to Use Magic

Magic can be used in two ways; as ranged magic, fired from the caster's hand towards a target, or as area magic, cast in the immediate vicinity of the hero.

Ranged magic: Select an enemy you wish to attack by pressing and holding the L Trigger to highlight the enemy. Pressing the R Trigger will select the next enemy target. Press the A button to cast.

Area magic: Press the R Trigger; press and hold use A button. Once a spell has been cast, magic energy slowly recharges. Collecting the five orbs that are dropped by certain enemies replenishes this energy.





Organizing Your Party

David may travel with up to two other heroes at any one time. When you meet a hero for the first time, they may elect to join your party. If so, a hero selection box will appear. The portraits of those heroes present are displayed. Highlight the portrait you wish to select/deselect using the D-pad. Press A to select and B to de-select. Reopen the hero selection, highlight the tick and press A. Once a hero is deselected he will usually return to the Rebel camp.

Speaking With Characters

To communicate with characters, walk up to them and face them. Once the mouth icon appears, press the A button. Pressing the L Trigger, selecting a character with R button and pressing the A button will also instruct your hero to walk over and speak with that character. By talking to characters, different heroes may join your quest. To pass through each section of speech/text, simply press the A button. To stop by the end of a character's speech, simply press the B button.

Rebel Camp

Whenever you reach an impasse in the game or need information, return to the camp. Talking to the rebels can sometimes reward you with information and a special item or two. It also gives you a chance to swap heroes: Use David to talk to any of the heroes waiting in the camp. Once spoken to, select the hero or heroes you wish to take with you. When you leave the scene they will follow. If you are unhappy with your selection, speak to one of the waiting heroes again.



Buying Items

You will pick up gold during the course of the game. Use it to buy food, information, or helpful items. To buy items, talk to the trader. You will be shown the items the trader wishes to sell. The number above the item is the price. The number at the bottom right of the item displays how much of that item you already have.

To buy, highlight the desired item with the thumb pad and press the A button. The money will be automatically deducted from your gold reserve. To cancel the sale, press the B button (soft lock). Highlight the tick when you are happy with the purchase and press the A button. Highlight the cross and press A to leave the trader without buying anything.

Potions and Vials

Potions convey healing or protective magic to the drinker. To use them, simply select the potion in the pick menu and press A. Vials are offensive weapons to be thrown at enemies. To use vials, select using the thumb pad and press A to equip it. Hold down the L Trigger, select your enemy using the R Trigger and press A to fire.





Hints and Tips

- Deep within the bowels of Jarak lies a fairy ring famed for its healing properties.
- Traders often bring new goods to sell - it is worth checking them frequently.
- All the horses have different abilities, some excel at magic whilst others favour particular weapons. Experimentation is the key.
- Not all companions are offensive. Try casting some on your other horses.
- Granded is very protective of David. Should you be at death's door, Granded will intervene and do anything in his power to save you.
- Keep an eye out for little green bugs. They're very local to certain areas!
- When holding down the L-Trigger at any time, the analogue or digital directions can be used to scroll the screen in the desired direction.



Technical Support

Please don't hesitate to contact your retailer or our customer service. The Integrasoft United Kingdom Premium Helpline is open to telephone calls 24 hours a day and should be called for all assistance on chords, kits, tips, walkthroughs and plug-in guides.

Please note that calls will be charged at 1p/min so please do get permission from the person who pays the bill before calling. Premium Helpline number: Tel: 0800 33 33 44

For further information please visit the official websites:
www.integrasoft.co.uk • www.integrasoft.com

For technical support, the Integrasoft United Kingdom Helpline is open to telephone calls from 12:00 to 12:00 Mondays Friday (except bank holidays). Calls are charged at the normal BT rate.

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Dreamcast

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5,440,204; 5,471,895; 5,096,173; 4,443,496; 4,404,204; 4,464,476; No. 35, 839;

Canada Patent No. 1,785,270; Europe Patent Nos. 0402341, 0403441

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